

## Jumping Gate Marshal (for a class run by draw order)

### Your role is to...

- Keep the riders informed and moving into and through the ring efficiently.

### Success looks like...

- There is a steady flow of riders into the arena so that the class runs without any gaps between riders.
- Riders go in order as listed on the draw sheet.
- Riders know which direction to ride so they don't interfere with the rider in front of them.
- Only two riders in the arena at any one time.

### Where to go...

- The entrance gate of the arena.

### What you'll need...

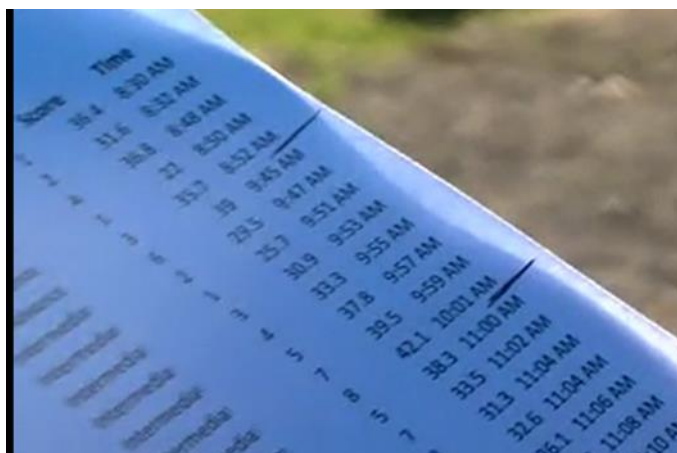
- You will be given a start list called a "draw".
- Pen to tick riders off as they go.

### Who can answer your questions...

- Event convenor or Jumping Organiser.

### Instructions:

1. The draw will list the rider's names in the order they will compete, for example:
  - 1) Sophie
  - 2) Rebecca
  - 3) James
  - 4) Lucy
  - 5) Ben
  - 6) Kate etc
2. When Sophie is in the ring you will call "Sophie's in the ring, Rebecca to the gate", "James one away, Lucy two away" to ensure that riders are there and ready to enter the ring.
3. When the rider in the ring gets to around jump 7 in the course you need to send the next rider into the ring. Direct them in a clear path down one side of the arena towards the start, reminding them to stay out of the way of the rider that is currently competing. In the case of a class with an instant jump off or a two-phase course you will need to adjust the time of entry to the ring for the next rider, depending on whether the current rider is riding a clear round or not.
4. You may also need to notify the judge of scratchings and riders names via walkie talkie but every class and show runs slightly differently. For draw order classes the riders usually need to stay in their drawn order. It would be a good idea to clarify the rules around riders changing order with show officials before you head to the ring.



## Writer for Jumping Judge

### **Your role is to...**

- Sit in the box with the judge and to complete the paper sheets as per their instructions.

### **Success looks like...**

- All results are recorded and added up accurately
- Writing is clear and easy to read

### **Where to go...**

- To the Judges box (located in the arena), at least 30 minutes prior to the start of the class

### **What you'll need...**

- Warm clothes (the Judges box can be cold at times)
- Cushion for comfort, if required, water (usually provided). Pens and paper provided.

### **Who can answer your questions...**

- The Judge will be able to do this
- Remember there is never a dumb question!

### **Instructions:**

1. Check each sheet that it is set up correctly for each class (class number, jump height, number of obstacles, etc).
2. There will be a line for each rider, the line will be divided into columns with one box per jump in the course. The first thing to check off is that each rider is in their correct back number order. So, as each rider enters the arena, check their back number matches the list you have, in the correct order. Any riders out of order should be notified to you by the gate marshal.
3. The judge will explain the symbols you write, for a clear jump, a refusal or a jump with faults. Write the symbol in the box that aligns with the number of the jump the rider is jumping. Write down the Judge's marks clearly and accurately for each competitor. You may also be required to write down the time for each competitor.



*Thanks for helping make this an awesome event*

# Arena crew for Jumping/Show Hunter

## **Your role is to...**

- Put the poles back up on the jump stands when a horse knocks them down.
- Assist the Course Designer (CD) as requested.

## **Success looks like...**

- Jumps are rebuilt and rails replaced in a timely manner.
- Not interfering with the horse and rider in any way. i.e stand still and quietly, only replace poles when it won't distract the horse.

## **Where to go...**

- To the arena at least 30 minutes before the class starts, or at the time the CD requests you to be there.

## **What you'll need...**

- Appropriate footwear (sturdy and closed toe), gloves if you like.
- Warm clothes, jacket, sunscreen – depending on the weather.

## **Who can answer your questions...**

- The Course Designer.

## **Instructions:**

1. Between each class at a show there will be a change in height of the jumps and possibly a change in the course.
2. The course builder/designer for the ring will take the lead and provide instructions for the change of course/order of the fences and or the height change.
3. Each hole on the jump stand equates to a 5cm rise in height of the fence. For example, if the current height is set at 70cm and the next round is an 80cm round, the course builder will say "up two" and you move the jump cup up two holes on each side of the fence then place the pole back on the cup.
4. For pole picking during the round, ask the judge where a safe place to stand in the ring would be, and if a rail falls approach and put the rail up again before the next rider starts. You can do this during the round as long as you are sure you are safe and clear of the rider's path.



*Thanks for helping make this an awesome event*

## Pack Up Crew – Jumping/Show Hunter

### **Your role is to...**

- To help pack up all the jumps and flags used in the arena at the end of the class

### **Success looks like...**

- A tidy pack up, and nothing left behind
- Same coloured poles are grouped together on the correct trailer for ease of use for the next person who sets up a course
- Pack up is completed efficiently and in a timely way

### **Where to go...**

- To the arena that you have been allocated to pack up, once the last class has finished.

### **What you'll need...**

- Appropriate footwear (sturdy and closed toe), gloves if you like.

### **Who can answer your questions...**

- The Course Designer.

### **Instructions:**

- Follow all instructions given by the person overseeing the pack up
- Place all poles on the trailer – taking care as you go, group same colours together as this helps the next person using this gear to set up an arena
- Place fillers and start/finish flags on a trailer as directed
- Take all cups off the jump stands and place in the containers required
- Carefully load jump stands on the trailer as directed



*Thanks for helping make this an awesome event*